

Requirements and Analysis document for the DrinkIT Android application

Kajsa Bjäräng, Viktoria Enderstein, Elin Eriksson, Lisa Fahlbeck, Alice Olsson

2018-09-17

Version 1

1 Introduction

Background explaining why this application is needed (besides mandatory in course). What's the problem addressed (use imagination)? What will it do? Who will benefit/use from this application? In what situation will the application be used? Define the application. General characteristics of application.

People are always searching for the next great game to play during parties and predrinks. There are many subpar options available, and the goal is to combine and enhance many of these existing games to make the ultimate party-game.

The game will be customizable when it comes to both players and content. Users will be able to enter the number of players and their names. Users can then choose which categories they want to play with for this round and set the length of the game. The categories are made up of a combination of several different games, all popular in different party settings, and a couple unusual ones to give the game depth and keep it exciting.

During the game players will be randomly chosen to perform different challenges, with the options to either “pass” or “fail”, decided by the group. The challenges will be randomized from the chosen categories and will have differing levels of difficulty, reflected in the amount of points they give if the players succeed.

At the end of the game a scoreboard will be shown with the points all players have collected, along with the option to play again, which restarts the game, giving the players the choice to either play immediately again or change chosen settings beforehand.

1.1 Definitions, acronyms, and abbreviations

Create word list to avoid confusion.

DrinkIT - refers to both the name of the application and the model of the application
Challenge -

2 Requirements

2.1 User Stories

Use the template from the course website and list all user stories here. It is fine to have them in an spreadsheet (or other application) at first, but they must end up here as well. These user stories should describe what the user will be able to do. Write a the user stories in language of the customer, and give the a unique ID. List the user stories in priority order.

För att få ett fungerande spel började vi med att implementera följande fem och därmed också viktigaste User Stories:

2.1.1 As a user, I want to add a player, so I can have multiple players.

Acceptance Criteria:

- ❖ The player exists in the list of players
- ❖ It is not possible to add the same player twice

Tasks:

- ❖ There is a form to enter a name
- ❖ There is a button to add the player

2.1.2 As a user, I want to be able to choose categories, so I can customise the game with challenges I like.

Acceptance Criteria:

- ❖ It is possible to see all different categories
- ❖ It is possible to only choose one category
- ❖ It is possible to choose multiple categories
- ❖ It is possible to choose any number of categories
- ❖ Only challenges from the chosen categories will be shown during the game.
- ❖ It's possible to remove a chosen category

Tasks:

- ❖ There exists a number of categories
- ❖ If a category is chosen there is a visual feedback
- ❖ There are different buttons to add different categories to the game
- ❖ There is a button to chose all categories immediately

2.1.3 As a user I would like to choose an approximate duration of the game, so I can decide for how long I would like to play.

Acceptance Criteria:

- ❖ When a game is started an option to choose the duration of the game is displayed.
- ❖ There are three options to choose from
- ❖ Three of the options are set amounts of rounds (short, middle, long game)
- ❖ Depending of the number of players and the chosen option for duration an even number of rounds is calculated.
- ❖ The calculated number of rounds, depending of the number of players and the chosen option is the exact number of rounds played before the game is finished.

Tasks:

- ❖ There are 3 buttons to choose the duration of the game
- ❖ The number of rounds is set according to the chosen duration button and the amount of players.

2.1.4 As a user, I want to see a challenge when I play so I can do the challenge.

Acceptance Criteria:

- ❖ I can see a card on screen each round
- ❖ A player is chosen to play each specific challenge
- ❖ The difficulty of the challenge is shown on screen
- ❖ The challenge shown belongs to one of the chosen categories
- ❖ The challenge shown has not been shown before during the active game

Tasks:

- ❖ Randomize a player
- ❖ Show the name of the player on the display.
- ❖ Randomize a task.
- ❖ Show the task on the display

2.1.5 As a user, I want to see a clear, intuitive startpage with I open the app, so I can easily see how to continue.

Acceptance Criteria:

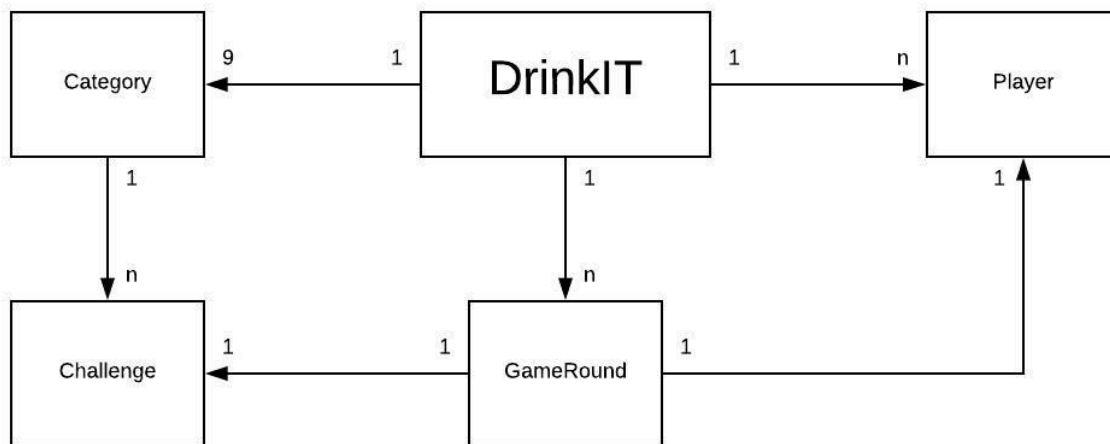
- ❖ On the startpage there is a “start the game” button that when chosen lets the user enter all required information to start a new game
- ❖ On the startpage there is a “how to play” button that when chosen informs the user how the game works

Tasks:

- ❖ There is a button to continue to the next page
- ❖ There is a button to see the instructions of the game

3 Domain model

Give a high level view overview of the application using a UML diagram.



3.1 Class responsibilities

Explanation of responsibilities of classes in diagram.

Applikationen utgörs av en komponent där klassen DrinkIT hanterar den mesta funktionaliteten för modellen. DrinkIT innehåller en lista av spelare som har en poäng och ett namn. Dessa spelare skapas när användaren skriver in namn under spelets start. DrinkIT innehåller även en lista av nio kategorier. Dessa kategorier är subtyper till klassen Category och sätts till aktiva om användaren väljer att inkludera dessa i spelet. Dessa subclass-kategorier innehåller i sin tur en lista av challenges. Dessa challenges är en av tre subtyper till huvudklassen Challenge anpassade efter hur de ska visas i vyn.

Klassen GameRound hämtar en slumpad spelare och en slumpad challenge från någon av de aktiva kategorierna. Dessa skickas till DrinkIT som är kopplad till vyn och informationen når användaren. DrinkIT sparar en lista av alla spelade GameRounds för att kunna föra statistik och ha koll på att inte samma spelare får samma challenge två gånger.

4 References